Abstract of the Disclosure

A gaming services framework comprises a set of services, protocols, XML schemas, and methods for providing gaming system functionality in a distributed, network based architecture. Systems and methods provide a service-oriented framework for gaming and property management based upon internetworking technology and web services concepts. One aspect of the systems and methods includes a game update service that operates to publish service details, receive registration requests from gaming machines and other clients, and provides game update services to the gaming machines and other clients.